

**FANTASTIC COMPUTER COMPETITION INSIDE!**

**MARVEL®**  
2nd Mar 91

**№142 45p**

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Industries Inc.

# THE REAL GHOSTBUSTERS™

PETER, DO YOU  
GET THE FEELING  
SOMETHING DARK  
AND SINISTER IS  
HANGING OVER US?

917/4ve

ISSN 0954-9404



9 770954 940011



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**F**ear of spiders is a very common thing indeed, but even the bravest among us would shiver at the sight of this particular eight legged horror, in a hairy tale called **Spooky Spider!**

Now as if that alone isn't scary enough for you, **The Real Ghostbusters** confront some bony bandits on the high seas in **Skeleton Crew!** Also the chilling tales continue in the start of a four part adventure entitled **Blizzard Queen!** Scary stuff, indeed!

For all you computer buffs out there, we have fifty **Popeye** games to give away in an easy-to-enter competition, and that's apart from all your other favourite freaky features.

Also, don't miss next week's utterly fantastic and frightening issue when there will be a **FREE** Beetlejuice Pop-Up Joke Book on the cover. So until next week... stay spooky!

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Cover by ANTHONY WILLIAMS, BAMBOS and JOHN BURNS  
Editor STUART BARTLETT Assistant EMMA MARSHALL  
Spirit Guide DAN ABNETT



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# THE REAL GHOST BUSTERS™



PETER  
VENKMAN



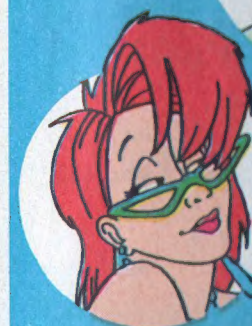
EGON  
SPENGLER



RAY  
STANTZ



WINSTON  
ZEDDMORE



JANINE  
MELNITZ



SLIMER



# THE REAL STBUSTERS™

NEW YORK HARBOUR...



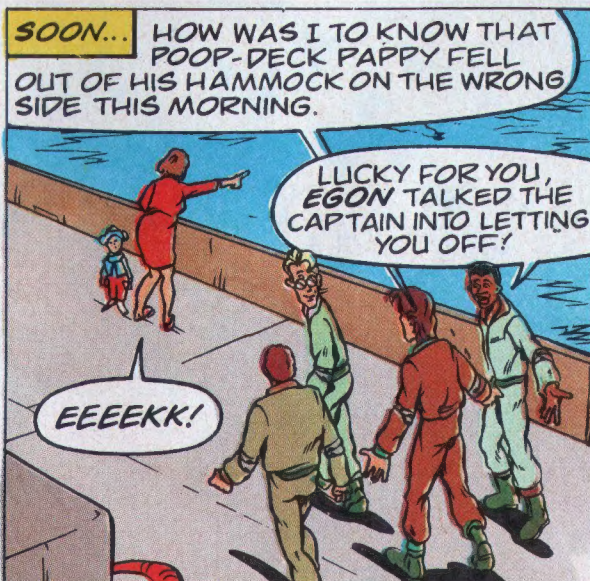
'AH! COME ON, PETER, THIS BOAT'S IN DRY DOCK.'



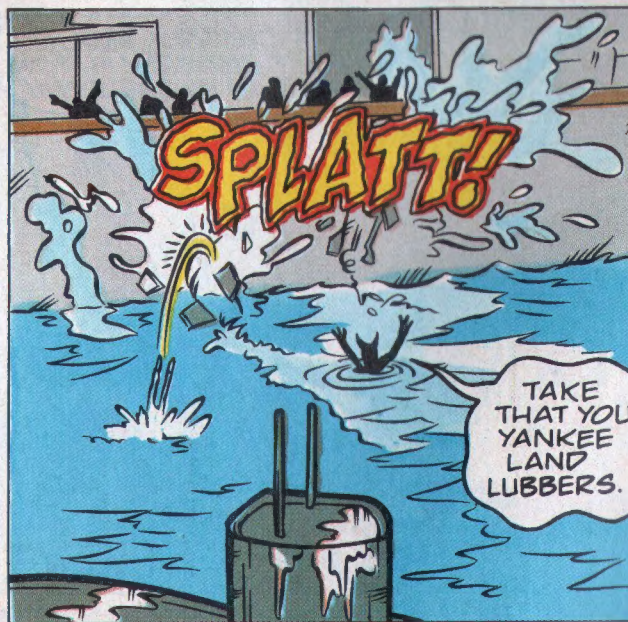
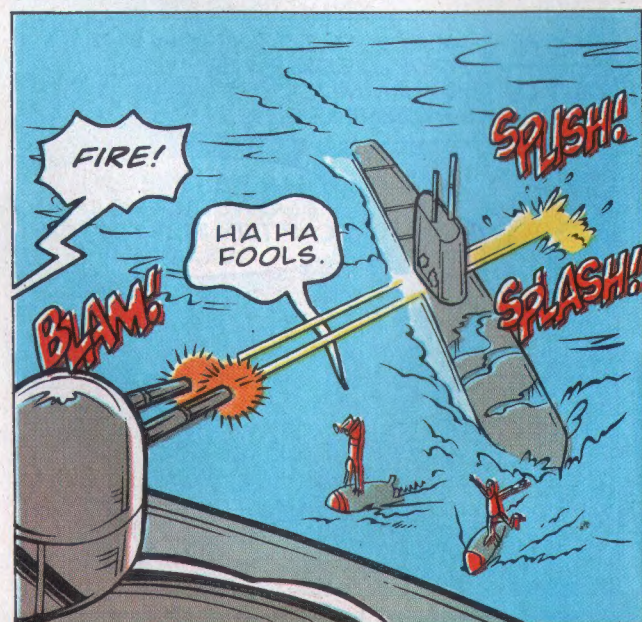
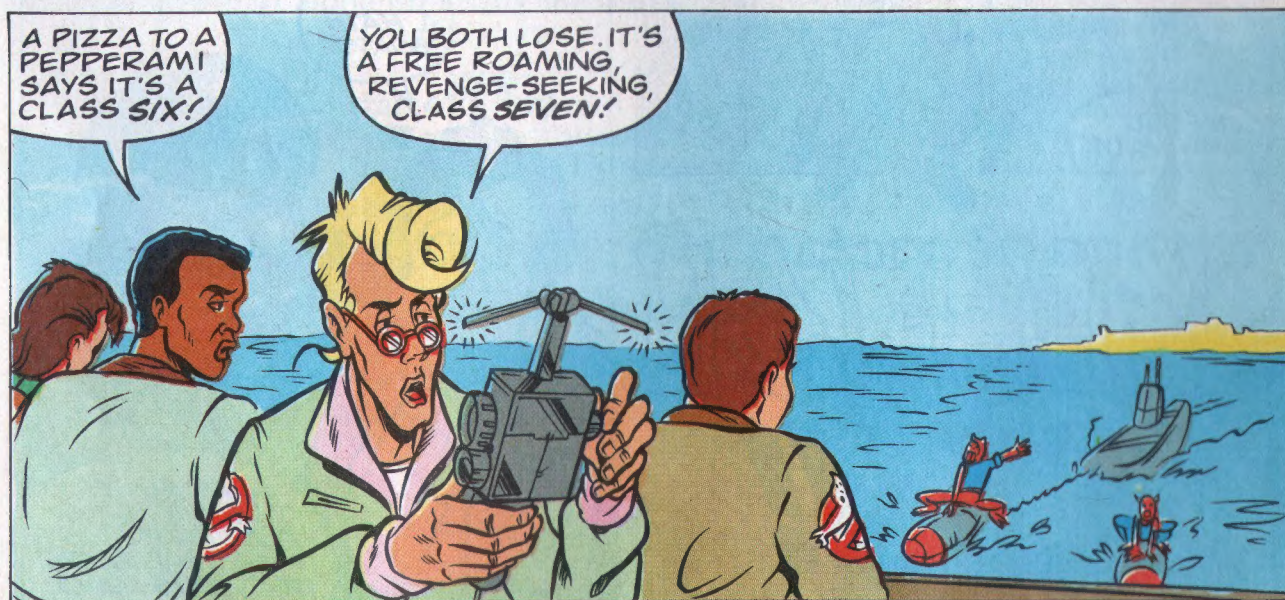
I HATE BOATS.



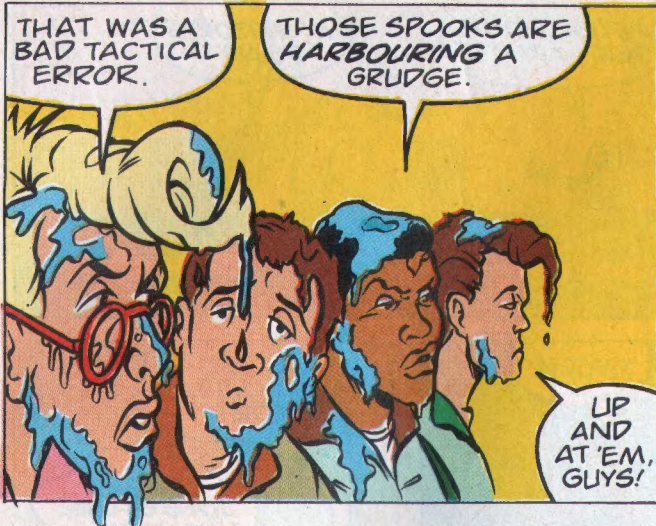
## SKELETON CREW!



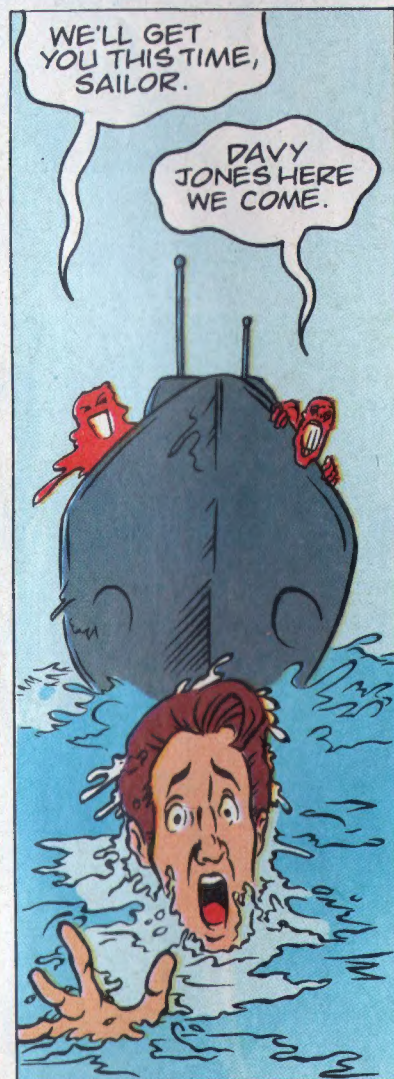
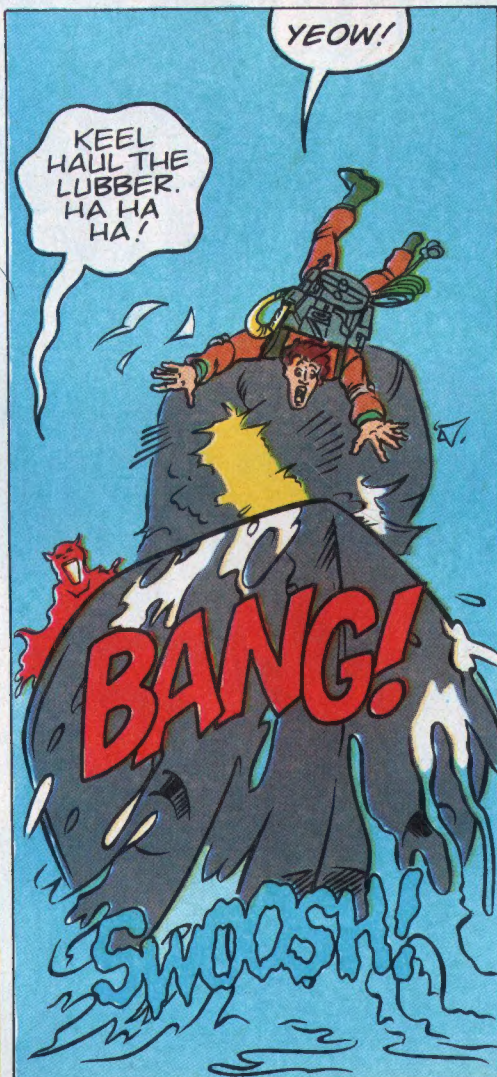




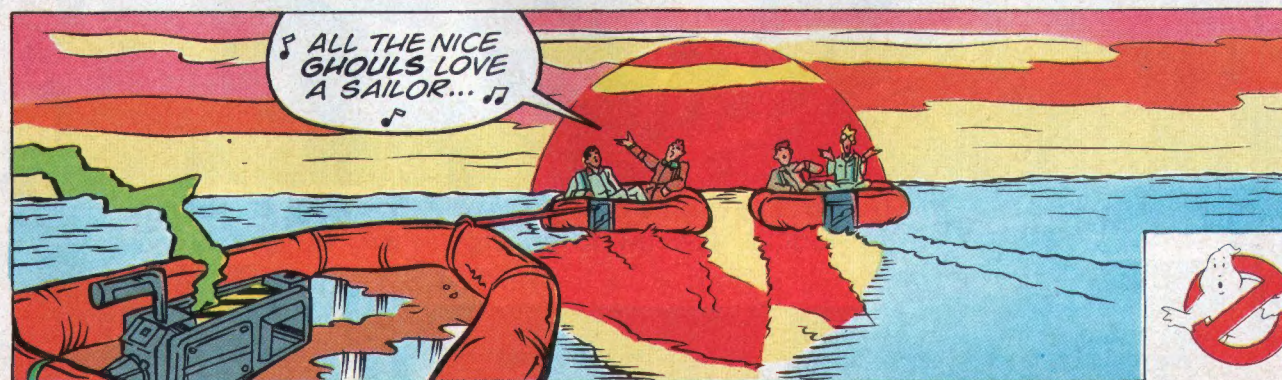
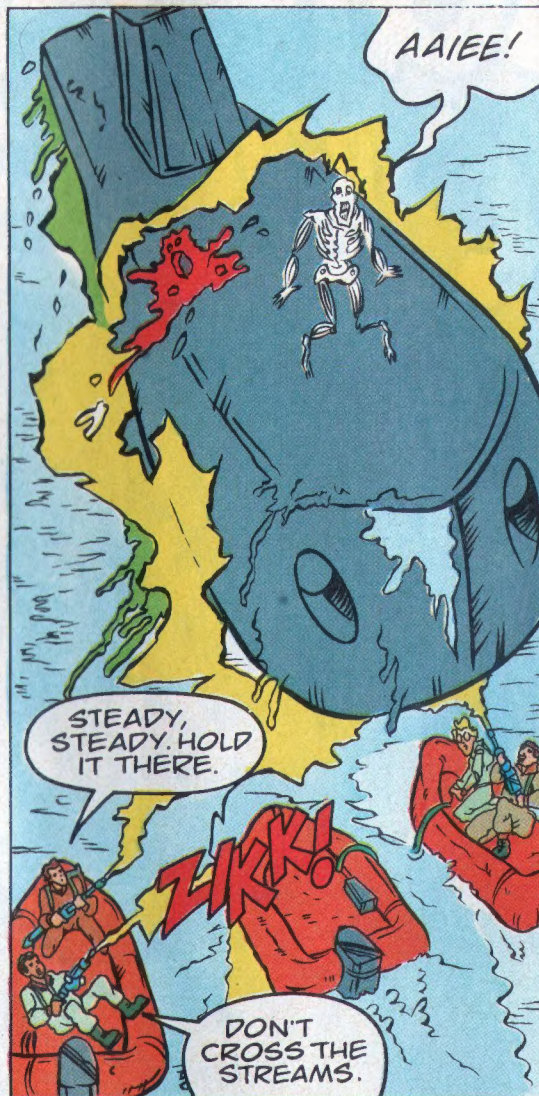
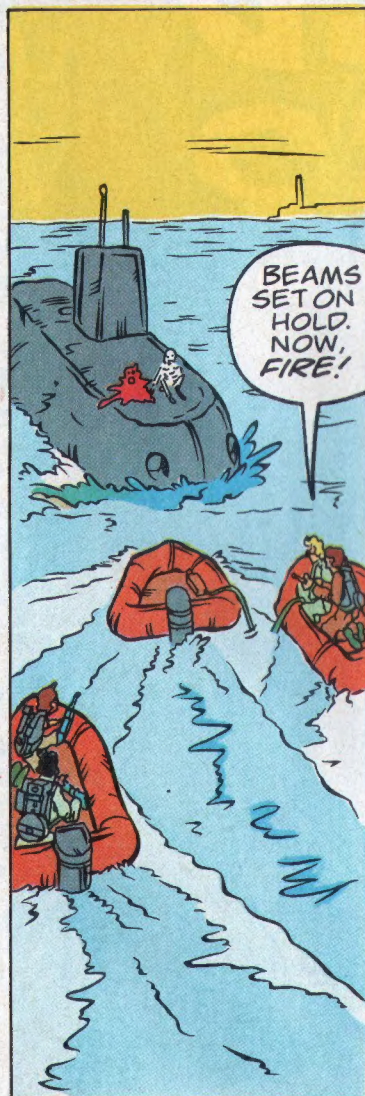
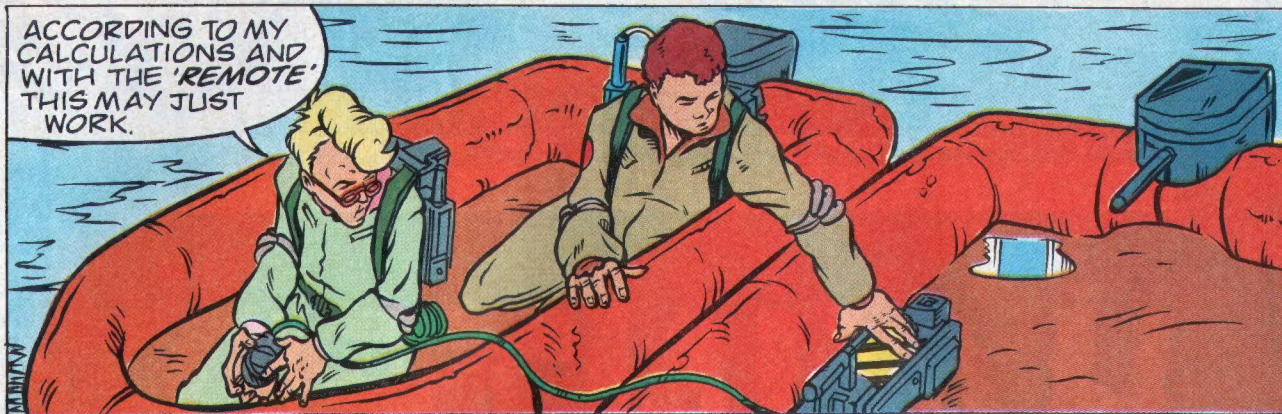














**DARE YOU ENTER THE**

# **HAUNTED HOUSE?**



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**THE REAL GHOSTBUSTERS™ PUZZLEBUSTER ISSUE FOUR  
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# SPENGLER'S

## SPIRIT

## GUIDE



A psychologist friend of mine says that I am seldom scared beyond the capacity for rational thought because I am fascinated by the unknown, rather than in fear of it, and that the only thing really guaranteed to put the fear of what's in me is the prospect of certain, painful death, which luckily only happens once or twice a week.

Some people, however, are afraid of the most unlikely things, and these psychological fears are called **phobias**. Medically recognised, these abnormal fears are sometimes linked to aspects of the supernatural, and I thought it would be timely to discuss the most notable here.

**Blertophobia** – the irrational fear of hearing anyone (but particularly about one hundred thousand gremlins) going 'blerty' all at once. Synchronised Blerty is, you will remember, one of the most popular and most unhygienic sports played in the Supercosmos, but it is a surprising and little known fact that ace sports commentator for the Other Side, Wron Prickling, suffered from Blertophobia in his younger days.

## PART 142

**Anoraknophobia** – an abnormal fear of cagoules, often afflicting amateur ghost-watchers.

**Ponquadrophobia** – the irrational fear of being sliced to pieces by whirling scythe blades in the dark in a lonely castle in the middle of the night miles from anywhere.

**Pointiphobia** – fear of teeth that are particularly big and sharp.

**Closetrophobia** – the fear that something is hiding in your wardrobe after lights out. See also **Bogeyphobia** and **Head-Under-The-Covers Syndrome**.

**Aggrophobia** – the fear of getting into a fight with the ghosts of Millwall supporters.

**Panicophobia** – the irrational fear of being frightened. Most notable case of this I have on record is the Egyptologists Maurice Minor and Howard Sway. As they broke into the tomb of the pharaoh Pthersa'olinmy Ptrowsers, Miner remarked 'You see, Sway? The only thing we have to fear is fear itself.' 'What about that massive, slavering mutant mummy with fangs that's lurching towards us?' queried Sway. 'Hmmm...' confided Miner, 'that's a point. You could be right. Let's be afraid of that as well...'

**Gozerphobia** – fear of Marshmallow.

**Zuulophobia** – an irrational fear of having to take the dog for a walk.

**Dowelophobia** – a creeping, crawling dread that if faith, your speech will down-derry do into the hindmost, fore-sooth before it may verily confound itself afore it mayn't please you for a penny worth of ha'pence.

**Arcaneophobia** – a deep and desperate fear of sitting in chairs made of cane or wickerwork. Hmm...don't know how that one got into my files at all.

**Petrophobia** – fear of Peter's taste in music.



# SPOOKY SPIDER!



Story JOHN FREEMAN Art ANTHONY WILLIAMS, BAMBOS and JOHN BURNS



## The Real Ghostbusters find themselves really wrapped up in their latest job . . .

"It was after midnight when they broke through into the hidden maze and the explorer hurried into the dark tunnels, anxious to find the fabled treasure. But as he moved deeper into the Inca tunnels, Winston felt he was being watched – watched by some hideous, evil thing hiding in the shadows. Then he heard a chittering noise coming from behind him. He turned, and his eyes widened in horror as the thing approached him. It was a giant spider! Its huge body rubbing across the granite walls of the tunnel into the ancient city, the creature bore down on Winston. There was no escape! He turned to run and –"

"Ray?"

"Waaargh!" Ray Stantz, Real Ghostbuster extraordinaire, leapt out of his seat. Dropping *The Spider from Mars* by David Jones to the floor of the Ghostbusters lounge, he turned to confront – Winston! "You scared me!" Ray shouted.

Winston picked up the book and began to read. "I'm not surprised," he replied. "After that huge chopped apple and chilli pepper pizza you shared with Slimer, this book and the fact that it's midnight . . . well, I suppose your imagination might just run away with you a little."

"Spare me the psycho-analysis, I get enough of that from Egon," muttered Ray. "What's up? Couldn't you sleep?"

"It's a bust uptown," Winston replied calmly. "Egon and Peter are already there but it seems they've run into problems and want our help."

"Couldn't it wait until morning?" said Ray, hopefully, taking his book back.

"No way – this is a triple time fee and the electricity bill's due. We need the money."

Ray nodded and gestured to the firepole.

"Take me to ECTO-1," he agreed.

"Sorry – Peter and Egon took the car. We have to use the subway."

"Now that is *really* scary," said Ray. "Let's go."

Two hours, twelve stops and several close shaves later – well, have you ever tried to get a portable nuclear generator through a subway turnstile? Thought not – the two Real Ghostbusters were in Funnel Avenue with an anxious Peter striding up and down outside a partly demolished house. "About time," he snapped.

"Egon's vanished and I'm worried about him."

"Where did he vanish too?" asked Ray. Peter shrugged and gave Ray a 'that has to be the stupidest question I've heard this week' look! "If I knew that, we wouldn't need to look for him, would we?"

Winston held up his PKE Meter, which lit up alarmingly. "Off the scale!" he whistled. "What's the story here?"

Peter started back into the house and the others followed.

"Seems this house used to belong to some nutty professor of South American history," he explained, switching on a torch. The old floorboards creaked underneath the Ghostbusters' weight as they entered the building. It was obviously not a very safe place to be, never mind any ghosts. "The house used to be full of ancient Inca relics –"

"Uh oh," muttered Ray and Winston, together.

"– and Egon thinks some of them might have been left there when the professor died and one of them has a high PKE Level. The company who are trying to demolish the place seem to have disturbed it and now –"

"Whooof!" said Winston, and vanished down a hole in the floor.

"Winston!" shouted Ray, trying to grab his friend – but it was too late. Peter and Ray peered over the edge of the hole in



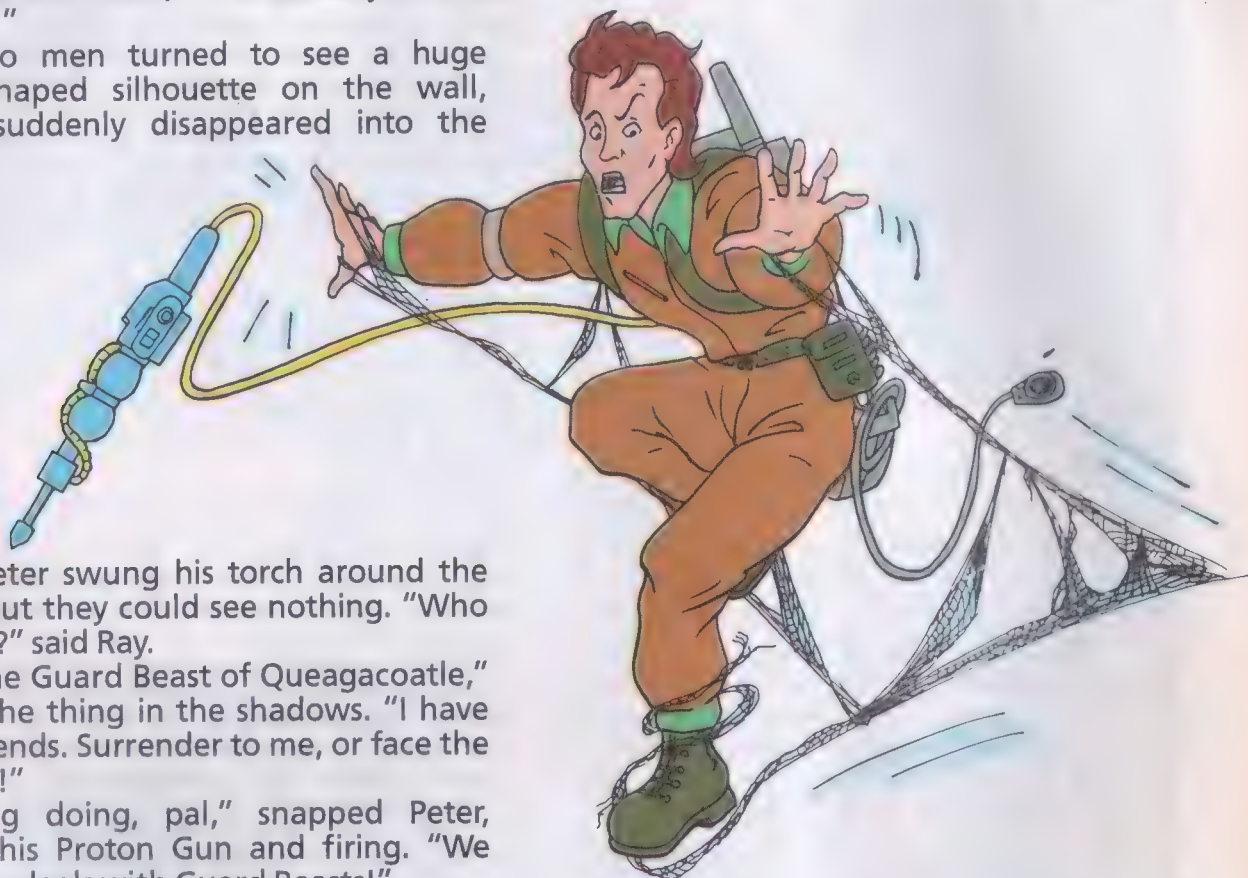
the floorboards and into murky darkness. Below them, they heard a vile chittering noise. "Have you read *The Spider From Mars* by David Jones too?" asked Peter. "I'm half-way through it," replied Ray, switching on his Proton Gun. "Let's get down there."

"No need, Ghostbusters," came a voice from behind them, "I've saved you the trouble!"

The two men turned to see a huge spider-shaped silhouette on the wall, which suddenly disappeared into the

in the garden and in the house? And that doctors think the reason some people are scared of them is because they walk in a totally different way to human beings, conjuring up some sort of race myth of a time when spiders may have been masters of the Earth?"

"I didn't know that," said a huge spider,



dark. Peter swung his torch around the room, but they could see nothing. "Who are you?" said Ray.

"I am the Guard Beast of Queagacoatl," hissed the thing in the shadows. "I have your friends. Surrender to me, or face the penalty!"

"Nothing doing, pal," snapped Peter, raising his Proton Gun and firing. "We don't do deals with Guard Beasts!"

"Especially not on a Friday," agreed Ray, firing too. Energy crackled from the Proton Guns, lighting up the room. Something chittered into the shadows. "Today's Wednesday!" it snapped back. From one corner, Peter was suddenly engulfed in what looked like white silk. "Wfff the hmmmff?!" mumbled the Ghostbuster – but he was trapped, covered in a cocoon of ... spider's web. "Your turn," chittered the Guard Beast to Ray.

"Hey, this is totally stereotyped, you know," said Ray, quickly. "I mean, did you know that all spiders are actually very helpful arachnids who keep pests down

dropping from the ceiling in front of Ray's face. "Tell me more. I'm interested, really."

"Maybe later," Ray replied, blasting the spider. With a shriek, it dropped into a Ghost Trap.

"Wellf donee Ry" mumbled Peter, struggling in the spider's cocoon. "Nw get me ou f hr and mmf can refcue the ofers." Ray moved towards him, then thought the better of it. "On second thoughts, I think I'll rescue the others and come back for you," he said, smiling. "It's so unlike you to be quiet for any length of time, Peter!"



# SLIME TIME!

Slimer wants your jokes! Send 'em to: **SLIME TIME**  
Marvel Comics Ltd  
13/15 Arundel Street  
London WC2



Why did the baby monster push his father's finger into the light socket?

*Because he wanted a fizzy pop.*  
— Andrew Boulton, Inverness.

What is the best way for a ghost-hunter to keep fit?

*He must exorcise regularly.*  
— Andrew Boulton, Inverness.

What's a ghost's favourite song?

*'Help I need a body.'*  
— Simon Bawen, Cardiff.

Why did the chicken refuse to cross the road?

*Because he wanted to show his girlfriend that he was a chicken.*

— Gary Knight, Merseyside.

Why was the Egyptian child worried?

*Because its daddy was a mummy.*

— Richard McDonnell, Portrush.

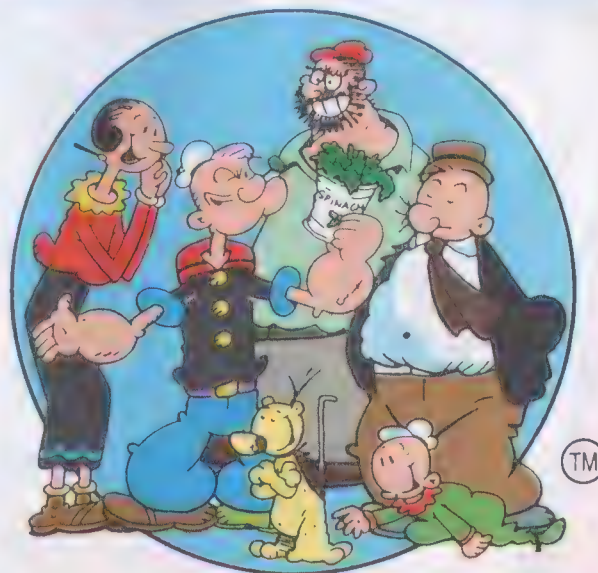
*"The Broken Window."*  
by Eva Brick.

## 50 POPEYE COMPUTER GAMES TO BE WON

Those wonderful people at **Alternative Software** are giving away **fifty** brilliant **Popeye 2 Computer Games** in a simple, easy-to enter competition. The game is based on the famous Popeye characters, and with the aid of spinach, Popeye has to rescue his 'goil-friend' from the clutches of mean old Brutus.

All you have to do is answer a simple question: What is Popeye's girlfriend called? Specify computer format you need (Spectrum, Amstrad or CBM64/128) then send in your answers on the back of a postcard or envelope to:

**POPEYE COMPUTER COMPETITION,**  
The Real Ghostbusters,  
Marvel Comics Ltd.,  
13/15 Arundel Street,  
London WC2R 3DX



Entries by **15th March, 1991.**



# GREAT SPRING SPECIALS



OUT NOW  
FROM  
MARVEL





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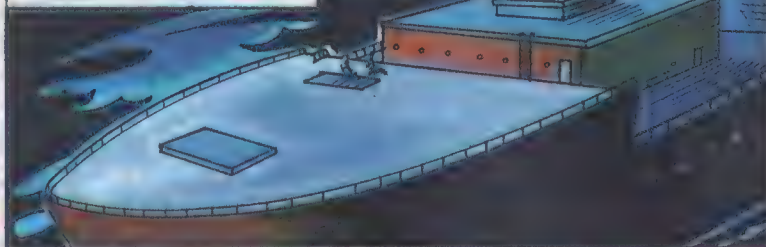
DAN NAKROSIS  
LETTERS



A SHIP ENTERS THE HARBOR AT BUFFALO, NEW YORK, EMERGING FROM THE ST. LAWRENCE SEAWAY. IT IS NEARING THE END OF A LONG SEA VOYAGE.

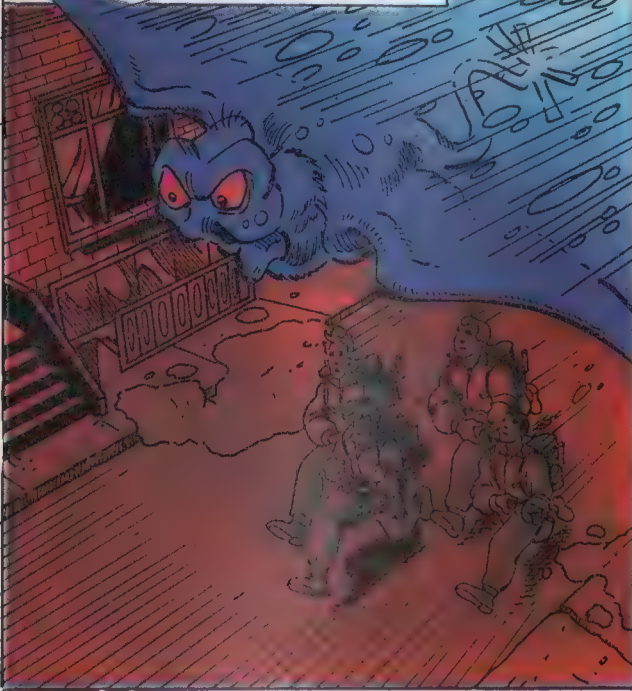


IN THE SHIP'S HOLD IS SOMETHING HUGE AND ALIVE; A CREATURE DISCOVERED ON THE OTHER SIDE OF THE WORLD. A CREATURE UNLIKE ANY BROUGHT TO CIVILIZATION BEFORE.





ACROSS THE STATE, THE GHOSTBUSTERS HAVE THEIR HANDS FULL WITH A VERY DIFFERENT SORT OF CREATURE.



I MAY BE AN EXTREME KIND OF GUY, BUT EVEN I THINK THIS IS GOING TOO FAR TO BEAT THE HEAT!

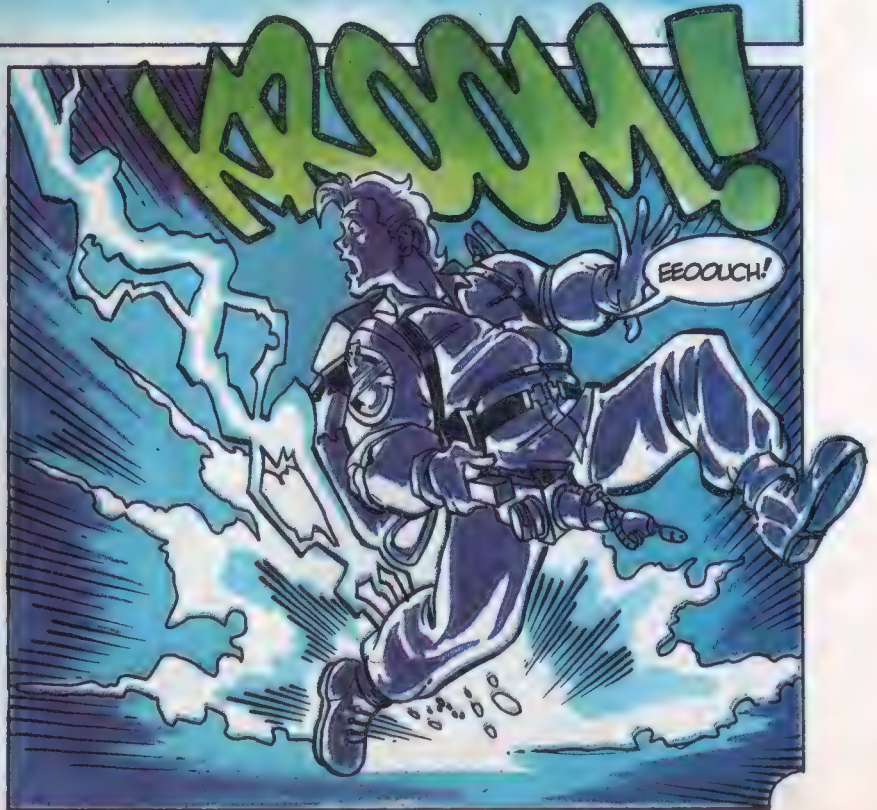
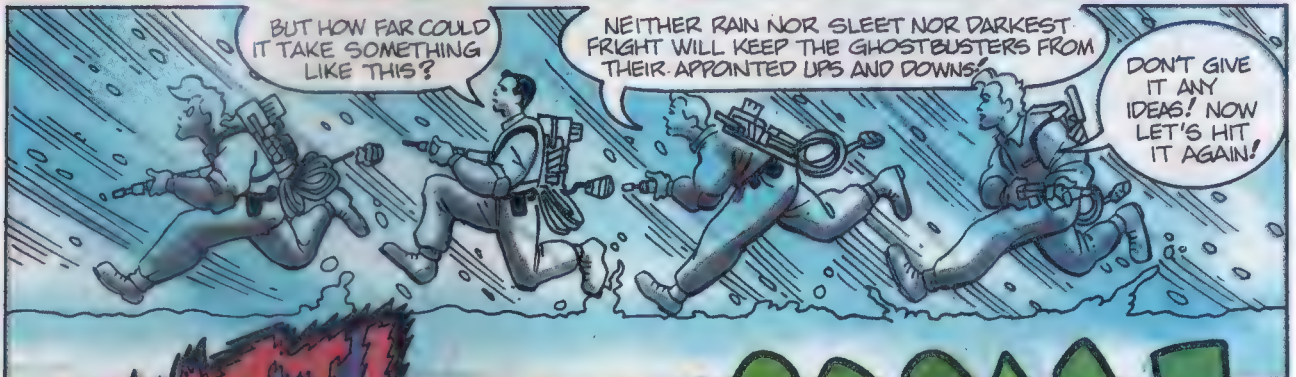


THIS IS A PECULIAR ROAMING VAPOR WHICH CAN ALTER WEATHER PATTERNS BY CONGEALING THE MOLECULES AND CHANGING THE AIR PRESSURE IN THE IMMEDIATE VICINITY.

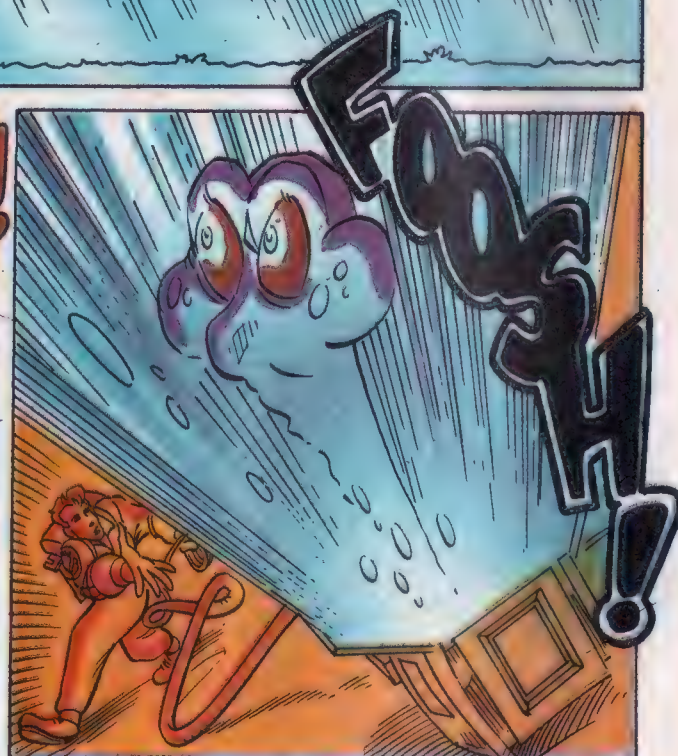
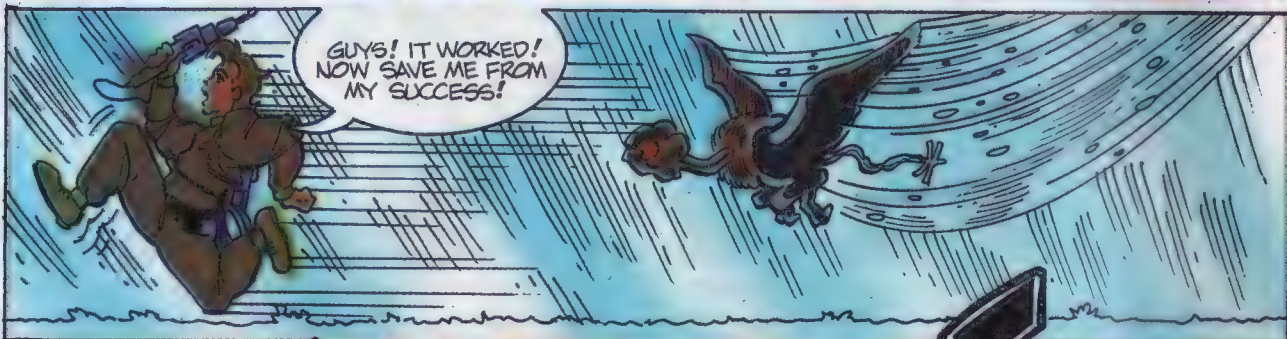
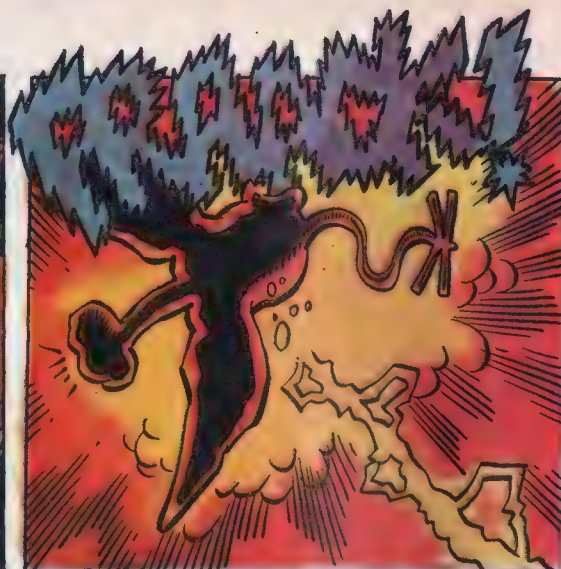
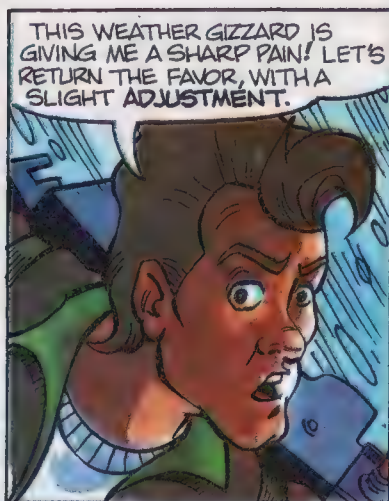
BUT HOW FAR COULD IT TAKE SOMETHING LIKE THIS?

NEITHER RAIN NOR SLEET NOR DARKEST FRIGHT WILL KEEP THE GHOSTBUSTERS FROM THEIR APPOINTED UPS AND DOWNS!

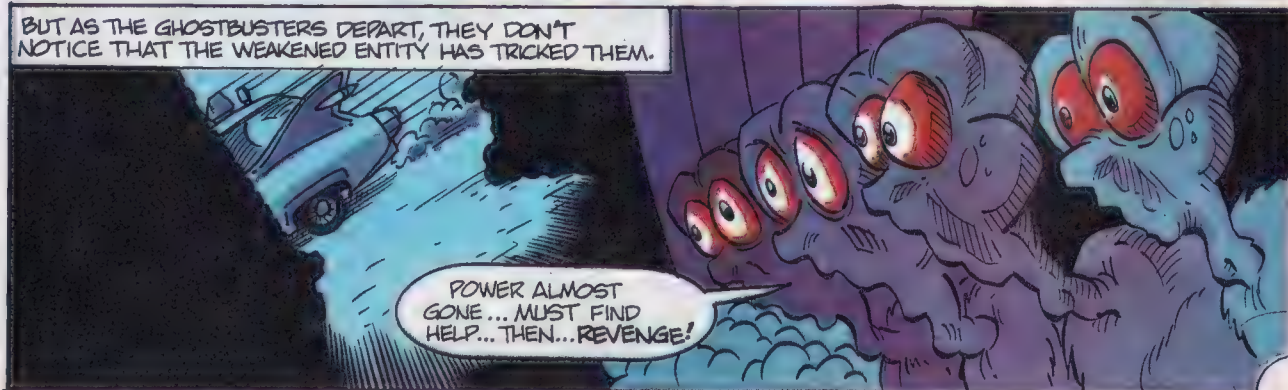
DON'T GIVE IT ANY IDEAS! NOW LET'S HIT IT AGAIN!



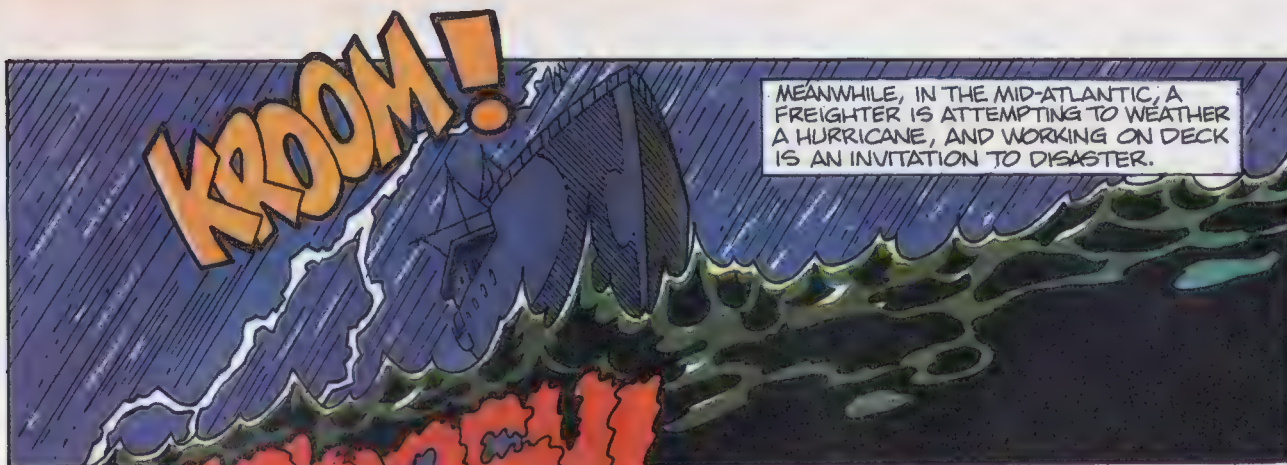




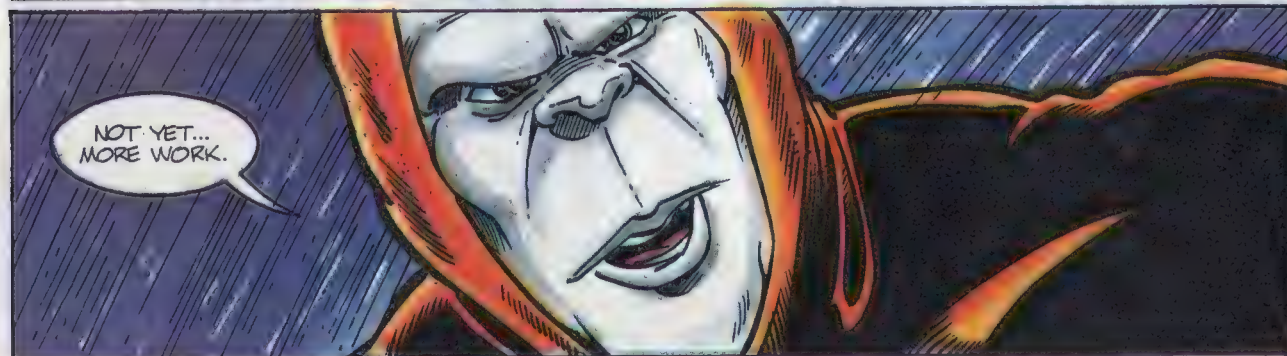
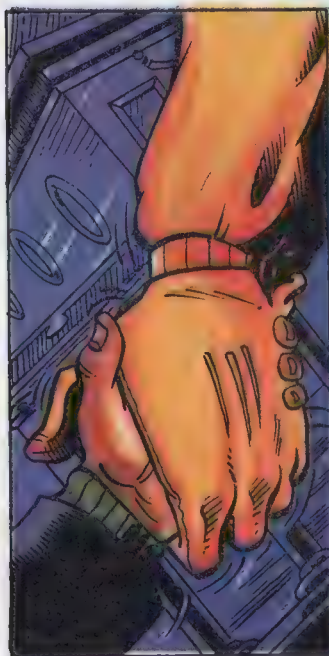
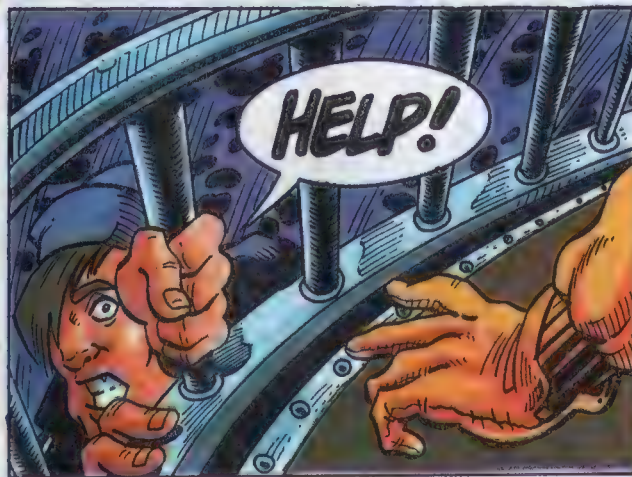
BUT AS THE GHOSTBUSTERS DEPART, THEY DON'T NOTICE THAT THE WEAKENED ENTITY HAS TRICKED THEM.





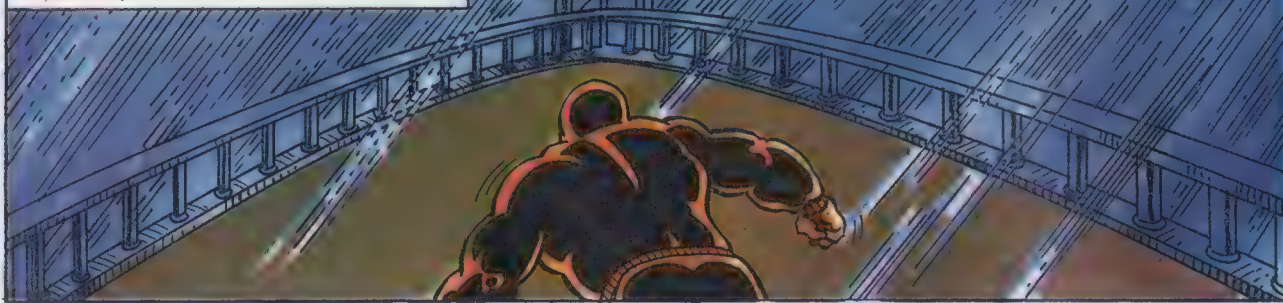


MEANWHILE, IN THE MID-ATLANTIC, A FREIGHTER IS ATTEMPTING TO WEATHER A HURRICANE, AND WORKING ON DECK IS AN INVITATION TO DISASTER.





LEM STANDS ALONE ON THE HEAVING DECK. THE WINDS SWIRL AROUND HIM, AND LIGHTNING CRACKS ACROSS THE SKY.



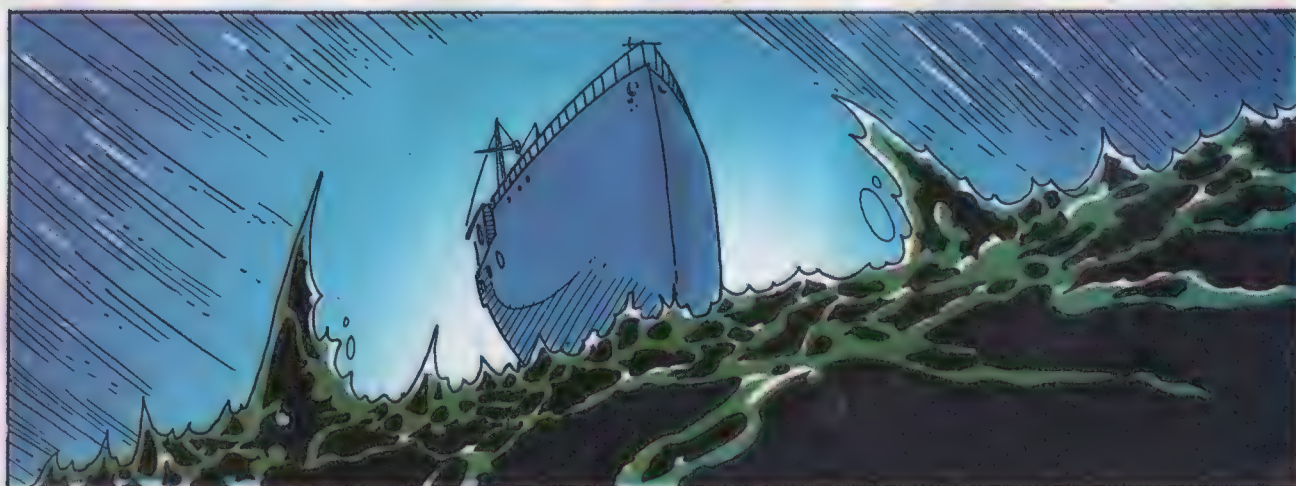
INCREDIBLY, HE REACHES INTO THE HEART OF THE STORM, WRESTLES AGAINST ITS POWER—AND WINS!



THE STORM BROKE!  
WE'RE SAVED!



HEY, LEM! BIG GUY!  
THE WORST IS OVER!





# DEAD TRUE!



On the night of July 11, 1881 a British warship, *Inconstant* was cruising off the coast of Australia, when through the sombre dark of dawn a ship emerged, its bows glowing with a strange unearthly light. A sixteen year old midshipman was sent to investigate the weird apparition. However as suddenly as she had appeared the ship vanished into the clear, calm night.

Such an unlikely event could easily have been dismissed had the reported been none other than the future King of England, King George V, then a young midshipman on the *Inconstant*. That same day the sailor who had first spotted the ghostly galleon fell to his death and the Admiral of the Fleet died a few weeks later. Indeed after further sightings of the ship, *The Flying Dutchman* as she

later became called, quickly earned a reputation as a bringer of bad luck.

The legend that surrounds *The Flying Dutchman* originates from the 17th century when a certain Dutch captain Hendrik van der Decken, set sail for the East Indies in search of his fortune. It was whilst rounding the Cape of Good Hope that a turbulent storm blew up. The crew begged him to turn back but the captain was a ruthless and greedy man and ignored their desperate pleas. Rumour has it that a demon appeared before the captain and dared him to play with fate. He was challenged to brave the storm but perished in the surging seas. By losing the challenge the captain had brought upon himself the curse of the Almighty and was thus destined to roam the waters of the earth until the Day of Judgement.

Most sightings of *The*

*Flying Dutchman* have been recorded off the coast of South Africa. As recently as 1939 some one hundred people were said to have watched the great ship gliding across False Bay and although there was not a breath of wind she travelled swiftly through the waters, her sails fully blown. In 1942 some residents of Capetown were enjoying the sun when they remarked on an ancient galleon passing by. She seemed to be heading for some secluded beach but on floating behind an island she failed to reappear.

Perhaps the tale of *The Flying Dutchman* is too fanciful to be true. However it caught the imagination of Wagner, a famous composer, and when one of the witnesses is a future King of England, the sea's best loved and indeed worst feared legend becomes difficult to dismiss as just another sailor's yarn.





# ◆ CLASSIFIED ◆

MC119

## ◆ SHOPS ◆

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# GH<sup>ST</sup> WRITING!



Howdy there, siblings. Thanks for all your letters. We're getting snowed under here at HQ, but I'm answering as many as is humanly possible. That's not easy when you're on call to deal with all things inhuman twenty-four hours a day!

Dear Peter. . .

1. Which ghost did you bust first?

2. Can you drive ECTO-1?

3. Where did you get your busting stuff?

4. Do you like Slimer?

— Carles Garner, Staines

1. Our first true success was, in fact, Slimer, the first ghost we tried to bust was the woman in the library in the first movie. 2. Yep! We can all drive, but Winston is the fastest driver, so he tends to handle most of the emergency call outs! I stick to being a passenger, wearing my shades, and generally looking cool! 3. All of our vital busting equipment was designed by

*Egon and built by Ray. 4. Now that's a daft question if ever I heard one!*

I have rather a lot of questions for you:

1. How many Ghost Traps do you bring along to a Ghost haunt?

2. In the Real Ghostbusters Annual 1990 story, **Bustman's Holiday**, you say "Did you just say working holiday, Winston?" but the speech balloon pointed to Egon. How is this?

3. In 'Roller Ghosier', Ray said "There's a headless nun, a king spectre, a ghost ship and a highwayman". But on page eighteen of the same annual Ray says "That's the last of 'em Egon . . . Four Full-Torso Apparitions and a Headless Nun!" How come?

4. Do ghosts sleep?

5. In **Ghostbusters II**, was the pot of ectoplasm human once?

6. Why does ectoplasm come in different colours?

7. Do ion beams hurt ghosts?

8. How come the Ghost Trap on page fifty-seven of the same annual trapped a ghost without a foot pedal?

9. How comes Slimer's pillow floats?

—Adam Langdon, Ravenshead.

1. Each of us carries a Ghost Trap on our Proton Packs, but there are spare Traps in the back of ECTO-1 in case we need them. Mind you, obviously we take more Traps with us if we think that we are going to use them. 2. It was raining so much that I thought that it was Winston that spoke. 3. Well

think about it, Adam. It only takes a little bit of mathematics to work out that the Ghost Ship obviously contained two Full-Torso Apparitions! Now, what would your teacher say if they found out about that then, huh? 4. They certainly do, and that is why I have to wait until Slimer is asleep to eat my pizza in peace, or pieces, ha, ha, ha! 5. The pot of pink ectoplasm that erupted in the courtroom was what Ray found down in the Van Horne Pneumatic Railway Station. Hey, man, that stuff was full of psychomagnetheric energy that reacted with the anger of Judge Roy Beane and that, Adam, is why it transformed into the Scoleri Brothers. It was a manifestation, as Egon would say, of his honour's temper. 6. We all come in different colours, don't we! It would be a pretty dull world if everybody looked the same, and likewise so would the spirit world. No two bits of ectoplasm are exactly the same — they all come from different sources. It's true that it's always slimy and yukky, but anything goes really after that. 7. No, they just stop the ghosts moving away, they're kind of like, well, like electrical lassoes really. 8. A ghost without a foot pedal? I don't think I've seen one of them. Anyway some of them are remote controlled, but on this occasion the Ghost Trap had a timer on it! 9. I just don't know. That's always puzzled me myself, but I try not to waste my valuable brain cells on it. Judging from your maths, I don't think you should either.

Ghost Writing, Marvel Comics Ltd, 13/15 Arundel Street, London WC2



# CHILL OUT WITH THE GHOSTBUSTERS



**IN JUST 7 DAYS**



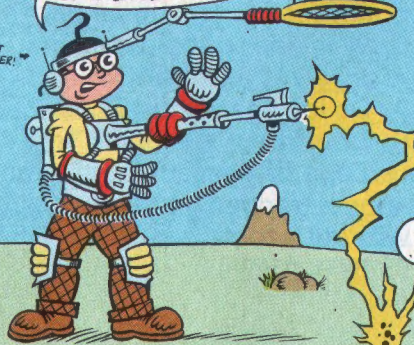
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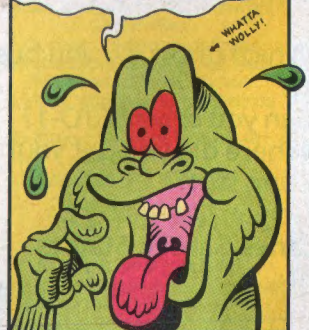
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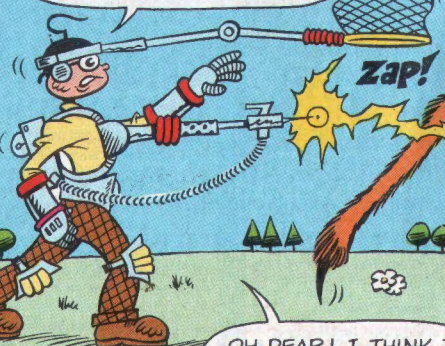


BUT YOU-HOO NOT NEED  
BIG MACHINES TO  
CATCH LITTLE ITTY  
BITTY SPIDEYS!



NYUG! A GIGANTICAL  
SPIDER!!

YES! ONE OF MY EXPERIMENTS  
WENT SLIGHTLY HAYWIRE!



HAIZY HORROR!

ZAP!

OH DEAR! I THINK I  
NEED A BIGGER NET!

BAMBOS!